

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7+ points
General style sound
Jump raises = PRE, Mixed Raises = Jump Opener suit, when no jump and 2NT available then 2NT = Mixed
New suit = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18, System on
4 th = 10-14 over 1♣/1♦, 10-16/17 over 1♥/1♠ - See responses
1any – 2NT = 18-20, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter weak natural, intermediate in 4 th – new suit = Forcing
Ghestem = 2-suiter
Reopen: Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
GHESTEM:
Direct Cue = Two NON-TOUCHING suits
2NT = LOWER TWO suit
3♣ = HIGHER TWO suits EXCEPT when 1♦ opened 3♦ = HIGHER
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
(1NT) - 2♣ - (P) – 3M = weak,
(1NT) - 2♣ - (P) - 2♦ - (P) – 2any – (P) -3♣/3♦ = to play
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Double Thru 4♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ X = Majors, 1NT = minors, 2NT = minor/major 55
Vs 2♣ X = Majors, 2NT = minors
Vs (1♣) – Overcall – (P) - 2♣ = undefined Strong
OVER OPPONENTS' TAKEOUT DOUBLE
Jump new suit weak, 2NT = limit raise+, Bromad @ 2 and 3-level
Other jumps at 3-level are weak, Jumps @ 4-level Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or low from Hxx	4 th or low from Hxx	
NT	4 th or low from Hxx	4 th or low from Hxx	
Subseq	Attitude	Attitude	
Other: Highest from 3 small in partner's suit if supported			
MUD Ace asks for attitude and King for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQ109x	KQ, AKJ10(x), KQ10x(+)	
Queen	QJ, QJx(+)	QJ, QJx, AQJx, KQx(+)	
Jack	J10x, KJ10x(+)	J10x, KJ10x(+)	
10	109x, H109X(+)	109x, H109x(+)	
9	9x, 98x	98x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	HxX, HxxX(+), xXxx(+)	HxX, HxxX(+), xXxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi Enc	Hi/Low = Even	Hi Enc
Suit 2	Hi/Low = Even	S/P	Hi/Low = E
3	S/P		S/P
1	UD att lead of A/Q	Hi/Low = even	Hi = Enc
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = Forcing till suit agreement			
Single jump = 8-11 with 4 cards			
Double jump = 8-11 with 5 cards			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Neg, Rosenkrantz, Support Dbl/Rdbl – even when p shows 5			
Leading directing Doubles of Stayman, transfers, cue bids and keycard			
Rdbl after 1NT – (Dbl) = bid clubs, if transfer happy to compete			
Maximal, Lightner			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: SOUTH AFRICA
PLAYERS: Rob Stephens & Neville Eber
EVENT (African Zonals)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5 card majors
Light openers and responses usually on shape
Multi 2♦ - Strong Diamonds or Weak two in Major
Strong 2♥/2♠
WJO
Ghestem
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem
Gambling 3NT
Weak jump shifts and raises in competition
Scrambling 2NT
RKCB 1430
Italian style cuebids
Good/Bad 2NT
Splinters
Mixed raises
2-way checkback
Lebensohl – slow shows over 1NT, after a double of a weak two, and when we have reversed and 4 th suit is not available as a weak bid
Multi-Landy
SPECIAL FORCING PASS SEQUENCES
When we have bid to game vul, always forcing pass sequences
Pass and pull = slam try
IMPORTANT NOTES
1S – (p) – 3H = weak

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	Inverted minors, strong jumps shift(+14-17)		
1♦		3		11-21	Inverted minors, strong jump shift(+14-17)		
1♥		5		11-21	Bergen, Jacoby 2NT, 3NT Bal fit; 3♠,4♣,4♦ strong 2 nd 5-card suit 12-15		
1♠		5		11-21	As Above; 4♣,4♦,4♥ strong 2 nd 5-card suit 12-15		
INT				15-17 Bal 5/4 or 6 card minor possible	Stayman, Puppet, Transfers 4-suits,Smolen + Ext	1NT-2♣-2♥-2♠ = 4-card Spade Inv	
2♣	Yes			Art GF	2♦ = neutral		
2♦	Yes			Multi 2♦	2♥ = relay, 2NT = ask		
2♥		5					
2♠		5					
2NT				20-21 Bal			
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT				Gambling			
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				Blackwood			
5♣		7		PRE			
5♦		7		PRE			
5♥							
5♠							

HIGH LEVEL BIDDING